

HOW TO LOAD  
CRUSH, CRUMBLE AND CHOMP!  
DUAL FORMAT DISK

The enclosed disk contains two versions of Crush, Crumble and Chomp!, the TRS-80 on one side, and the Apple on the other. This instruction sheet explains how to load the disk. Playing instructions can be found in the Manual of Monsterhood and accompanying monster cards.

READ ALL INSTRUCTIONS LISTED UNDER YOUR COMPUTER TYPE BEFORE LOADING

TRS-80

The minimum configuration for this program is 32K with TRSDOS. To run this program on the Model III, you need to use the Conversion utility that comes with the TRSDOS. Model I, Level II, users do not need to do anything extra.

1. Power up your machine with the disk (TRS-80 side up) in Drive 0.
2. When DOS READY appears, type BASIC and hit the "Enter" key.
3. Answer 1 to the number of files.
4. Answer 47280 to the memory size question.
5. Enter RUN"MONSTER".

APPLE

The minimum configuration for this program is 48K RAM with APPLESOFT in ROM (or on a language card), and 1 disk drive. If you have an Apple III, it must be in the Apple II emulation mode.

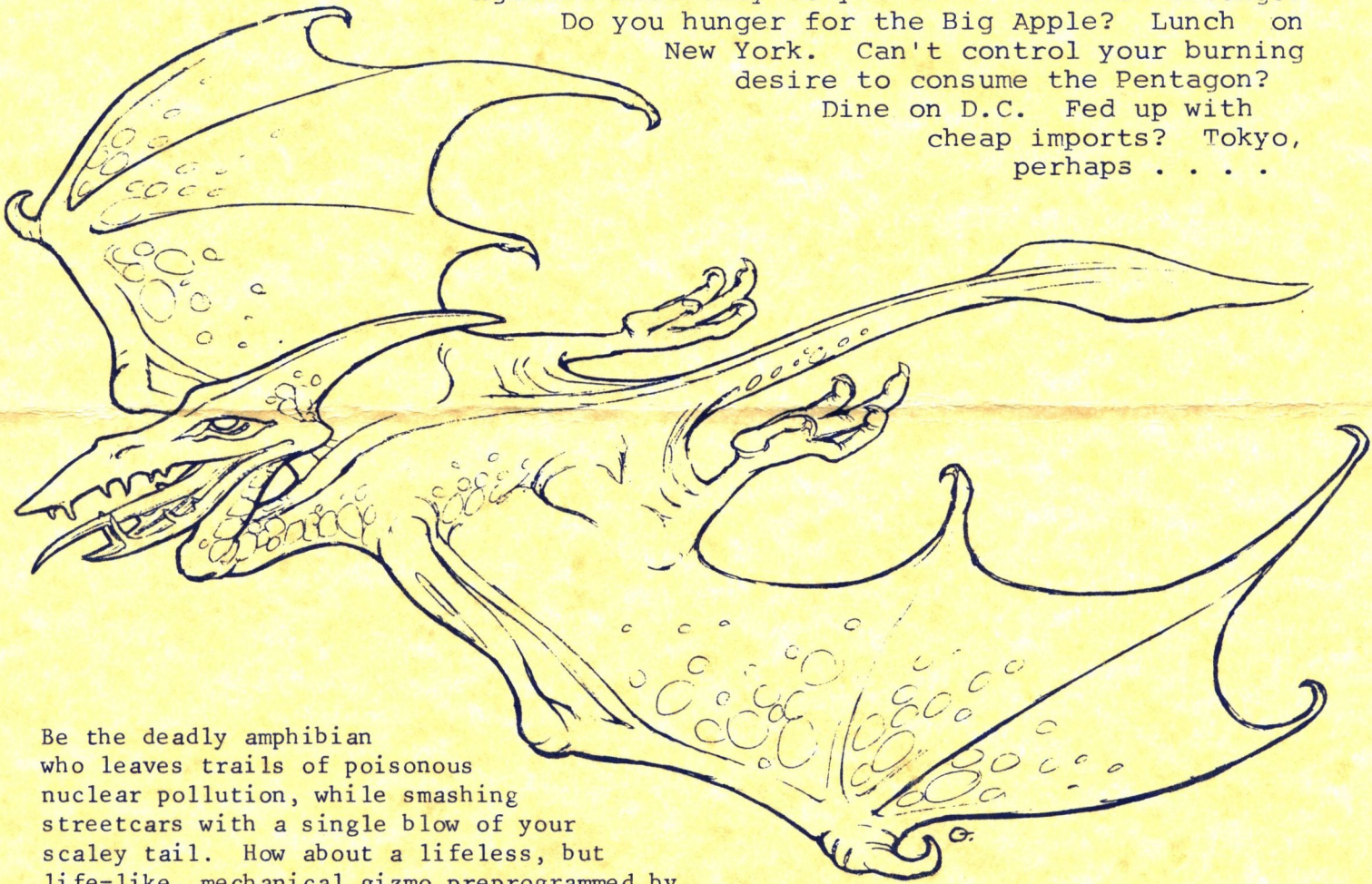
1. Insert the disk (Apple side up), and simply boot the system.
2. For the second and successive playings, just type RUN. You do not need to reboot.
3. You may find it necessary to power down before and/or after you play.

\*Beginners are recommended to start with the "War of the Worlds" scenario described on page 27 in the Manual of Monsterhood.

THE ENCLOSED DISK IS PROTECTED FROM COPYING. YOU WILL BE UNABLE TO MAKE EXECUTABLE COPIES!!!!

# Crush, Crumble and Chomp!

Against what city do you crave to wreak revenge?  
Do you hunger for the Big Apple? Lunch on  
New York. Can't control your burning  
desire to consume the Pentagon?  
Dine on D.C. Fed up with  
cheap imports? Tokyo,  
perhaps . . . .



Be the deadly amphibian who leaves trails of poisonous nuclear pollution, while smashing streetcars with a single blow of your scaly tail. How about a lifeless, but life-like, mechanical gizmo preprogrammed by zero-population-growth professionals for the destruction of all things earthly? Think of the aerial attacks you could make on the terrified but tasty tidbits beneath you, if you were a giant winged creature.

Become any of six demonic beasties (even more for those who have a disk). Select from four mouth-watering metropoli and five different objectives. Over 100 possible scenarios--all with graphic mayhem and resounding monsterly thunder--await your beastly appetite.

But wait! The National Guard are sworn to your destruction. Even as you read this, a secret weapon is being readied against you by mad and skillful scientists. Are you truly prepared to face helicopters, tanks, artillery, and more--driven by those who are literally dying to get you?

Sooner or later, humanity will triumph . . . maybe. Or maybe vengeance will be yours!

- Graphics and sound
  - Complexity: Intermediate
- SUGGESTED RETAIL PRICE: \$29.95

- For ages 10 through adult
- Playing time: 20 to 60 minutes
- For one player

AVAILABLE ON: Apple disk (48K), TRS-80 disk (32K), and TRS-80 cassette (16K)

# Proclamation

In the name of phantasmal powers that guard the Gates of Time, I, the Good Magician and Mage of the Seven Provinces, do hereby make known and publicly proclaim the need for a Champion.

All ye who are skilled in **battle** and horrible of mein and great of cunning, ye who are familiars of the supernatural and initiates to the ways of **spell-casting** — come ye forth and declare yourself.

Great are the rewards to him who rescues the Seven Provinces from the curse of the **Dragon's Eye**. But great also are the perils. **Treasures** of true potency will be found by those who seek out the Eye — treasures that are guarded by **foul dragons**, golems, ghosts, and a variety of **beasties and beings**.

He who accepts the challenge must come armed with a **PET and cassette (32K)** or **Apple and disk (40K)**. With this, the challenger will behold the full, high-resolution graphic splendors and vivid details of spell-casting and serpent slashing. His magic glass will reveal to him, as it never could before and in chillingly **animated detail**, the gory destiny that awaits his readied blade. Hidden **treasures will be found** that bidazzle the eye. Magic effects will confound the senses. And the **real-time** action will ease the impatient.

To him who finds the **Dragon's Eye**, know ye that your great prowess will have banished the curse of the Evil Necromancer. Your name will be garbed in glory, and you will receive the worthiest of rankings. But beware. Know ye, too, that the Evil One will spirit away the magic Eye at the end of each quest to further challenge your prowess and cunning in every adventure. He who desires to take the pledge will be committed to the **lifelong** pursuit of the **Dragon's Eye**.

Apply at Ye Local Computer Shoppe or James Parveyor, for the suggested price of \$24.95.

The Good Magician

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## APPLE II 3.3 DOS USERS

The enclosed disk is a 13-sector diskette. Users of 3.3 DOS must follow the special instructions in your Apple II DOS Manual for booting a 13-sector diskette into your system.

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